

THE OLD SHOJAN SHAZAAM!

PROG 452
11 JAN 86

IN ORBIT
EVERY
MONDAY

\$1.50 Malaysia
70c Australia
70c New Zealand
68g Mercury
210g Venus
66g Mars
10g Asteroid Belt
110g Saturn
2g Pluto
42g Neptune

24p
EARTH
MONEY

2000 AD

FEATURING **JUDGE DREDD**



PRETTY
NEAT TRICK,
TOJO!

NERVE CENTRE



BORAG THUNGG, EARTHLETS,

This magnificent prog sees my two new sagas – *The Ballad Of Halo Jones* and *Ace Trucking Co* – get off to a flying start after last week's prologues. In itself, this is thrilling enough to blow your spare fuses...but add the second part of "The Warlord" and the latest instalments of *Strontium Dog* and *Slaine*, and we're talking serious circuit malfunction here! On the subject of "Tomb Of Terror", programmed below is the last in my series of features for latecomers – your last chance to take part in my zarjaz adventure game. If you haven't already started to play, Terrans, start now: grab a pencil, and an axe to sharpen it with, and get warping!
SPLUNDIG VUR THRIGG!

TOMB OF TERROR LATECOMERS SECTION

To start the game this week, read the rules below...

YOU are *Slaine* – the Warped Warrior who fights with a deadly leyser sword. YOU are leading a group of adventurers into the Dark God's tomb. The object of the game is to *gain* Warp Points by killing the monsters guarding the tomb and, finally, the Dark God himself. Complete your group's warp rating below.

SLAINE & ADVENTURERS..... 61

Roll two dice and add
the score to the above.

YOUR GROUP'S WARP RATING: _____

COMBAT

The rules for fighting the monsters are as follows...

- 1) Roll 2 dice for your group. Add **ONE** to the total each time you throw (this is because you're using a leyser sword).
- 2) Roll 2 dice for the monster.
- 3) If you have the higher score, you have wounded the monster. Deduct the difference in your scores from the monster's given warp rating.
- 4) If the monster has the higher score, he has wounded you. Deduct the difference in your scores from your group's warp rating.
- 5) Continue until the monster – or you – have no points left...e.g. are dead.
- 6) Add the monster's *original* warp rating to your own, as a 'prize' for experience gained.

COUNTDOWN TO TERROR

You now have less than 5 hours to find and kill the Dark God. Use the clock on this page to keep a record of time passing. The wrong decisions will often cost you extra time, which you deduct by shading in the next available unit on your clock past 'O' (as you'll see, your adventure has already taken 1 hour and 50 minutes). If you fill in the whole of the clock *before* reaching the Dark God, you have run out of time. Grimmsal has awoken and laid waste to the Earth – your quest has failed!

MAGIC

You may use magic to help you, where indicated, calling on Myrddin to work a suitable spell. He will do so reluctantly, because whenever magic is used it will help the Dark God awaken! The price for magic, therefore, is *time*. Every spell will cost between 30 minutes and 1 hour. You will have to deduct this amount from your clock.

TREASURE

A second object of the game is to collect treasure (marked in Treasure Points). On future weeks, make a note of any treasure you find in the box indicated.

Now read this week's episode, written by your faithful dwarf, Ukko, then turn to Part Six – the section marked 'This Week'.

VOTE HERE!

Each week Tharg displays your drawings and letters on his Nerve Centre. There are big cash prizes for every entry published, so write to him now! The address is: **THARG'S NERVE CENTRE, COMMAND MODULE 2018, KING'S REACH TOWER, STAMFORD STREET, LONDON SE1 9LS.**

List your three favourite stories
IN THIS PROG on the coupon and
enclose it with your entry.

- 1.....
- 2.....
- 3.....

I Dislike:.....

My Age Is..... **452**



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DUDUDUM..DUM..DUM..



DUDUDUM..DUM..DUM..



DUDUDUM..DUM..DUM..

2000AD
Credit Card:
WRITER: ROBERT
ALAN MOORE
ART: ROBERT
IAN GIBSON
LETTERS: ROBERT
STAKKINGS
COMPU-73e



1: Tarantula Rising

The Ballad Of HAL JONES

DUDUDUM..DUM..DUM..



DUDUDUM..DUM..DUM..



GATHER
CLOSER, FRIENDS.
DON'T BE SHY!

COME ON!
I WANT TO
TAKE A LOOK
AT YOU...

**DUDU
DUM.. DUM.. DUM!**

I WANT TO
SEE IF YOU'VE GOT
WHAT IT TAKES TO
RIDE THE GLORY-
BARGE!

THIS GRAND
OPPORTUNITY
ISN'T FOR EVERY-
ONE...

A LIFE IN
THE MODERN
MILITARY
NEEDS
COURAGE!

IT NEEDS IRON
IN YOUR BACK, AND
THUNDER IN YOUR
HEART!

YOU, SIR! DO YOU
HAVE THUNDER IN
YOUR HEART?

UH...
YEAH!
YEAH,
SURE.

THEN IMAGINE YOURSELF
IN THIS UNIFORM - AGAINST
THE COLOURFUL BACKDROP
OF AN OFFICER'S BAR
ON TERHUNE.

VERY
POPULAR,
ESPECIALLY
WITH THE
LADIES.

AND SPEAKING
OF YOU LADIES,
THERE'S NO NEED
TO FEEL LEFT
OUT.

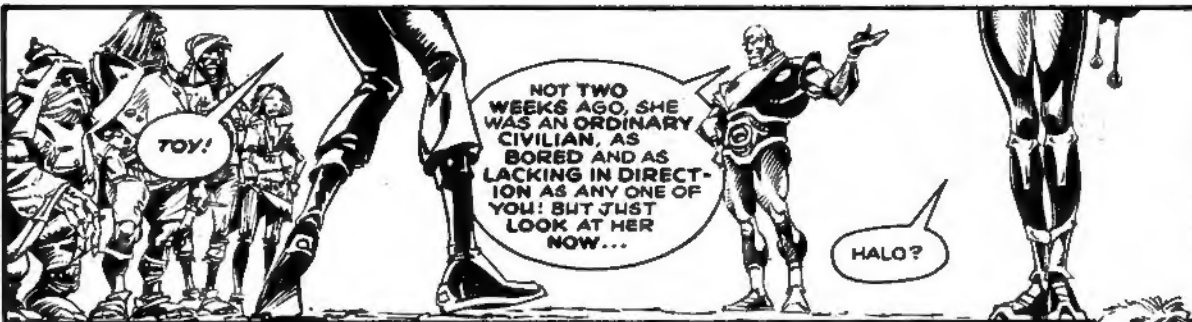
JUST LOOK AT THIS
RECENT RECRUIT, WEAR-
ING A DRESS UNIFORM
DESIGNED WITH THE
FIGHTING FEMALE
IN MIND!

STEP
FORWARD,
PRIVATE.
LET THEM
SEE YOU...

CHOP'S
TEETH! SHE'S
A GIANT!

HOW DID
THEY GET A
UNIFORM
TO FIT HER?

TOY?



THAT'S GREAT.

TOY, YOU LOOK REALLY SLAPPY IN THAT UNIFORM. I GUESS IT MUST BE A GOOD LIFE IN THE SERVICES.

WELL, WHY DONCHA FIND OUT? THAT'S WHAT WE'RE HERE FOR... RECRUITMENT.

WHO ME? A SOLDIER? HAH HA HA HA!

TOY, YOU'RE JESTERING!

NO, REALLY, THINK ABOUT IT—IT'S A WAY OFF OF THIS FILTHBALL, GOOD PAY, TRAVEL TO OTHER GALAXIES...

OTHER GALAXIES? WELL, I DUNNO. WHAT OTHER GALAXIES?

ALL OVER: THE CRAB NEBULA, THE MEGALLANIC CLOUD. IT'S JUST QUIET PEACE-KEEPING WORK MOSTLY.

I MEAN, THEY TOLD ME THERE WAS PRACTICALLY NO CHANCE WE'D GET SENT TO TARANTULA...

"HALO?"

HALO? ARE YOU OKAY? LISTEN, IF YOU'VE HAD TOO MUCH TO DRINK YOU CAN SHARE MY CABIN HERE ON THE GLORY-BARGE.

THANKS. I... I JUST ALMOST REMEMBERED THIS DREAM I HAD.

YOU EVER GET THAT FEELING?

NAHH. I DON'T DREAM.

C'MON... IT'S UP THIS WAY.

IF YOU STILL LIKE THE IDEA OF ENLISTMENT TOMORROW MORNING, WHEN YOU'RE SOBER, I'LL GET YOU THE PAPERS TO SIGN.

THANKS. MAYBE I WILL. I MEAN...

... WHAT HAVE I GOT TO LOSE?

NEXT: PROS WITH YOUR MUSKET, FIFE AND DRUM...

I CHECKED AROUND FOR
ANOTHER WAY OUT
AND FOUND A TRAPDOOR
IN THE FLOOR...

THIS WAY!

AS OUR GROUP OF ADVENTURERS
CLAMBERED DOWN THE SHAFT BELOW...

MORE SHADOW
WARRIORS
ARRIVED!

Sláine



SLÁINE!
COME ON!

SCOTT:
PAT MULLS
ART:
DAVID PUGH
LETTERING:
STEVE POTTER



BOLTING THE
TRAPDOOR, WE
CLIMBED DOWN...



TO A ROOM
FILLED
WITH
SLIME.

NOT
MORE
SLIME!

IT'S ALL
RIGHT, UKKO -
IT'S GREEN.
IT'S HARMLESS.

WE THINK!



SOON THE MOISTURE
IN THE FOUL AIR
EXTINGUISHED THE
TORCH...

AND WE WERE LEFT IN
TOTAL DARKNESS.

SEE
ANYTHING?

OH, SOTH!

I'M NOT
A DRAGON, UKKO!
I CAN'T SEE IN
THE DARK!

WAIT! THERE'S
A PAIR OF EYES
WATCHING US!

WHOSE
ARE THEY?

CAN'T MAKE
IT OUT... BUT
IT'S CREEPING
TOWARDS
US...

OH, GREAT!

THERE'S
GOT TO BE AN
EASIER WAY
OF MAKING A
LIVING THAN
THIS!

WHAT ARE
YOU MOANING
ABOUT?

I'M A
PROFESSIONAL
THIEF, SLAINE. I'M
USED TO THE ODD
BIT OF SLIME
WHEN I'M ROBBING
A TOMB. AN
OCCUPATIONAL
HAZARD, YOU
MIGHT SAY...

BUT THERE
IS A LIMIT!

AND CRAWLING
DOWN A PIPE FULL
OF BOGIES IN THE
DARK IS MINE!

I CAN FEEL
SOMETHING ABOVE
ME... I THINK IT'S
A HATCH!

THEN
LET'S GET OUT
OF HERE!





Game: Pat Mills. Art: Garry Leach.

LAST WEEK

YOUR WARP RATING:

TREASURE:

(From Part Five)

If YOU chose...

A) To fight your way out of the control room and turn right...You head further into the tomb. Suddenly a Wandering Monster – a Sabre-Toothed Tiger – lunges at you out of the gloom. It will fight to the death.

It has a priceless diamond around its neck which Ukko wants. If you kill the beast, add the diamond's treasure value to your score.

If you decide to destroy the tiger with magic, you must pay the penalty indicated.

TIGER'S WARP RATING: 9

FIGHTING TIME TAKEN: 20 MINUTES

TREASURE: 30

OR MAGIC TIME PENALTY: 40 MINUTES

Afterwards, you hear sounds of more monsters advancing and retrace your steps, deciding on the course of action in B) below.

B) To find a secret way out of the control room. This was correct – see the story. Now you must deal with the problems arising THIS WEEK.

C) To go through a door on the other side of the corridor...Inside, it's dark and steamy. The ground is soft underfoot and you squelch through slime up to your ankles. You touch the walls which are soft and hairy. In a pool of slime you see the skeleton of a past adventurer, clutching a bag of treasure which Ukko quickly pockets.

You decide to leave, but suddenly yellow bars snap down in front of you – blocking the way. As Nest brings the lantern closer, you realise they're not bars at all...but ~~teeth~~! You are in the stomach of an unseen monster!

Next moment, digestive juices start squirting into the room. You must kill the monster and hack your way out...or dissolve into slime. If you use magic, you must pay the penalty indicated.

If you escape, you retrace your steps and decide on the course of action in B) above.



STOMACH ROOM'S WARP RATING: 10
FIGHTING TIME TAKEN: 20 MINUTES
TREASURE: 40
OR MAGIC TIME PENALTY: 50 MINUTES

LATECOMERS

If you missed the early parts of the game, you can still join in. Turn to the rules summary page on the Nerve Centre.



THIS WEEK

Regardless of how much time you lost as a result of the choices you made last week, your adventures this week took ten minutes. **Deduct ten minutes from your clock.**

You are now in the second level of the tomb for which you **gain 20 points** for experience.

At the end of the episode you faced a giant rat. You must kill it **now**. If you use magic, you must pay the penalty indicated.

GIANT RAT'S WARP RATING: 8
MAGIC TIME PENALTY: 30 MINUTES

Afterwards, Nest is revolted by her encounter with the rodent and wants a wash. She looks around the strange room for somewhere suitable.

Do you let her...

- A) Use the Cythron showers?
- B) Try the first cubicle - kicking open the door?
- C) Try the second cubicle - kicking open the door?
- D) Tell her she hasn't got time for vanity and open the door to the next room?

☐
☐
☐
☒

Tick your choice. Find out next week if it was the right one and make a note of your final score in the box below.

YOUR FINAL WARP RATING:

NEXT PROG: WILL YOU FIND THE TREASURE TROVE?

SHOJAN, WARLORD OF JI, IS IN THE MEGA-CITY,
REASON UNKNOWN. JUDGES HAVE TRACED THE
NIPPONESE MYSTIC AND HIS ASSISTANT TO A
SUITE AT THE INN-ON-THE-SKED -

HAVE YOU SENT
THE INVITATIONS,
SAYONARA?

SURE. DON'T WORRY, HONEY.
THEY'LL BE HERE.

IT'S THE JUDGES THAT
WORRY ME. THEY CAN
BE REAL MEAN,
SHOJI - HONEST.

THE JUDGES-? PAH!
THEY ARE NOTHING.
THEY KNOW THEY ARE
POWERLESS
AGAINST ME.

KERASH!

JUDGE DREDD



FOOL!

**BULLET FOR
YOU, TOJO!**

PRETTY NEAT
TRICK, TOJO.
YOU OUGHTA
BE IN
SHOWBIZ.

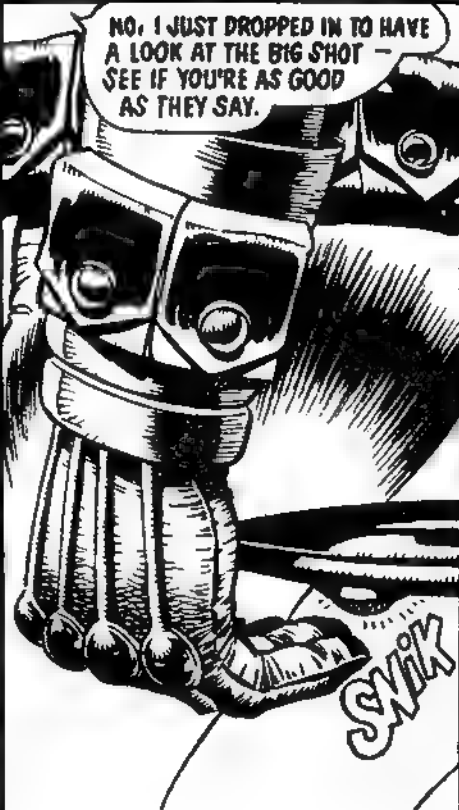


WHY DO YOU
COME HERE WITH
YOUR FOOLISH
INSULTS? ARE
YOU EAGER FOR
DEATH?

I CAN TAKE IT
OR LEAVE IT.



NO, I JUST DROPPED IN TO HAVE
A LOOK AT THE BIG SHOT -
SEE IF YOU'RE AS GOOD
AS THEY SAY.



BUT IT TAKES MORE
THAN CIRCUS TRICKS
TO IMPRESS ME.

WHAT ARE YOU
DOING HERE,
TOJO? WHAT'S
YOUR GAME?

THAT IS MY
BUSINESS.



THEN LET ME GIVE YOU A WARNING - YOU MAY
HAVE THE UPPER HAND NOW, BUT YOU'VE
COMMITTED MURDER IN THIS CITY AND
SOONER OR LATER I'M GOING TO
NAIL YOU.

I HAVE TOLERATED YOUR
IMPUDENCE LONG ENOUGH! GO!



INN ON
THE SKED



OKAY... I'M
IMPRESSED!



BUG'S PLANTED,
CHIEF JUDGE.

WHAT DID YOU
MAKE OF HIM,
DREDD?

LIKE YOU SAID, A TOUGH
NUT. BULLET'S TOO
SLOW - HAVE TO BE
INSTANT. LASER.

SEND DOWN
A MOBILE
CANNON. ONE
OF THE NEW
MARK 44s.

DREDD COMMANDEERS AN
APARTMENT OVERLOOKING
SHOJAN'S SUITE -

THE WINDOW'S THE PROBLEM.
I'LL HAVE TO ALLOW FOR ONE
DEGREE REFRACTION...

WHAT DO WE
DO NOW?

LISTEN...
AND WAIT.

YOU HAVE
LOCATED THE
PLACE - THE
EXACT SPOT?

SURE.

AND EVERYTHING IS
PREPARED THERE?

SURE. KEEP YOUR
SHOIT ON, SHOJI -
IT'S ALL READY.

SKED

DARKNESS FALLS, AND
THE CLOCK TURNS ON
TOWARD MIDNIGHT.
AND THEN -

CHIEF JUDGE!
TOJO'S GOT A
VISITOR!

WE'VE GOT HIM ON THE
CORRIDOR CAMERA.

I RECOGNISE HIM...
CARL LANNING,
PSYKER WITH
THE GALV
MOB.

PSYKER - PSI WHO UTILISES HIS
ABNORMAL MENTAL POWERS IN THE
SERVICE OF THE UNDERWORLD.

OTHER GUESTS ARRIVE -

HALLER -

BUDETSKI -

PREEN -

GRABO -

THAT'S THE CREAM
OF THE CITY'S
PSI-CRIMINALS.

WHAT THE DEVIL IS
SHOJAN UP TO ?

THEY'RE
DRAWING THE
CURTAINS.

NO PROBLEM.

SWITCHING
TO X-RAY
SIGHT.

YOU ARE WONDERING WHY I HAVE COME HERE. SUFFICE TO SAY
THE EARTH IS NOT WHAT IT ONCE WAS. ATOMIC WARS HAVE
WREAKED DISTORTIONS TO THE ELEMENTAL CURRENTS.

THE PLACE WHERE THE EARTH FORCES CONJOIN IS NO LONGER IN
THE MYSTIC RADLANDS OF JU, BUT HERE. IN THIS CITY.

AND THE TIME...THE
TIME IS TONIGHT.

TIME FOR WHAT,
SHOJAN ?

TONIGHT, GENTLEMEN,
I INTEND TO DO WHAT
HAS NEVER BEFORE
BEEN ACHIEVED. I
INTEND TO SUMMON
THE SEVEN SAMURAI!

SEVEN SAMURAI - WHAT'S HE TALKING ABOUT?

SEARCH ME.

YOU EVER HEARD OF THE CREEPS, OMAR?

JUDGE OMAR, HEAD OF PSI DIVISION -

YES, BUT I THOUGHT IT WAS ONLY A LEGEND...

THEY'RE THE MYTHICAL WARRIORS OF MAYHEM AND DESTRUCTION. WHOEVER CONTROLS THEM IS SAID TO BE INVINCIBLE.

WHAT'S OUR PART IN ALL THIS?

YOU ARE ALL GIFTED IN THE PSIONIC ARTS. YOUR MENTAL POWERS COMBINED WITH MINE WILL PROVIDE THE LINK TO THE MYSTIC REGIONS WHERE THE SEVEN DWELL.

YOU'RE CRAZY, SHOJAN! I'VE GOT A SWEET LITTLE PSI-RACKET GOING HERE. DAMNED IF I'M GOING TO START MESSING AROUND WITH BLACK MAGIC!

IT IS NOT AN INVITATION. IT IS AN ORDER.

MY HEAD...

NOO
OOO...

AAAGGHH!

SHOJAN'S JUST KILLED ONE OF THEM.
HOW MUCH LONGER ARE WE GOING
TO WAIT, CHIEF JUDGE?

CAN SHOJAN
CONJURE
UP THESE
SEVEN
SAMURAI?

I DON'T KNOW. IF
ANYONE CAN, I'D
SAY IT'S HIM...AND
THAT'S A CHANCE
WE CAN'T AFFORD
TO TAKE.

OKAY, DREDD - PERMISSION
TO TERMINATE.

I TRUST THERE
ARE NO OTHER
OBJECTORS.

SAYONARA
HAS PREPARED
THE PLACE -

LET
US GO.

GRUD!

THEY'RE
GONE!

NEXT PROG:
**ARISE, THE
SEVEN
SAMURAI!**

ACE TRUCKING Co. The Doppelgarp

I WAS BOILIN' DOWN
THE MAIN LANE, BURNIN'
JEKYL BY THE MIL -
THERE WAS HORDES
O' CREEPY JEEPIES ON
MY BACK - BUT I
DIDN'T GIVE
A SHUG -

PICKING UP A
DISTRESS SIGNAL,
ACE 'TRUCKER IN
TROUBLE - SECTOR
VECTORS BAMA-
LAMA- BAMA-
LOO!

TEN-FOUR, GHOST!

BREAKER BREAKER, GOOD BUDDY! YOU GOT BARD THE PARD ON SPEEDO G! WHAT'S YOUR THIRTEEN, COME ON?

BLEEP
BLEEP
BLEEP

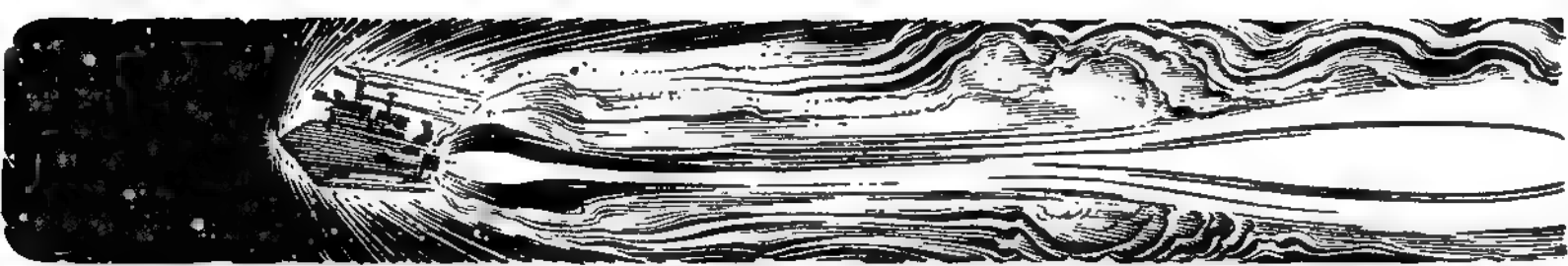
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NO REPLY, ACE.

THANGS MUST BE CRITICAL! WE BETTER BOIL ON OVER THERE!

BANG IN THEM GOOMBALLS, FEEK! WE'S ON A TEN-TWO TO BAMA-LOO!

YOU GOT, ACE! HEE HEE!



SOON—

GOT
THAT SHIP
ON VISUAL,
ACB.

SHEESH! WHAT A KLAPPER!
BLIPS LIKE SHE'S BEEN TRUCKIN'
THE NIGHTLIGHT FLIGHT!

JIG MY RIG!
SHE'S SWARMIN'
WITH SKAVIES!

SKAVIES: A vicious breed of winged space scavenger.

BRUSH YOUR
TEETH AN' COMB
YOUR HAIR, YOU
SKAVY UFFERS! YA
GOT BARP THE
PARP COMIN' YOUR
WAY—AN' HE'S
PACKIN' ZAP!

ZAP

ZAP



THEY'RE BOILIN' OUT! OKAY,
G-B-H... MAGGOT UP!



G-B-H, THE SPEEDO GHOST'S
TROUBLESHOOTER - OR BIFFO-
MAGGOTS ACROSS...



HRRMM! HEAT'S
WELDED ALL THE
HATCHES SHUT. I'M
GOING TO NEED
CUTTING GEAR,
ACE.

TEN-FOUR,
BIFFIN' BUDDY.
ON ITS WAY!



DEEP WITHIN THE
CRAFT, MELT-DAMAGE
IS LESS SEVERE —

PROPER
LUNGBUNG
MIGHT STILL BE
SURVIVORS!



BREAKER
BREAKER!

ANYBODY
THERE,
COME ON?

BUT REPLY
CAME THERE
NONE



HRRMM!
NOTICE
SOMETHING...
FAMILIAR
ABOUT THIS
SHIP, ACE?

THAT'S AN
AFFIRMATIVE,
BIG BUDDY.
SAME LAYOUT—
SAME PAINTJOB—
COULD ALMOST
BE THE SPEEDO
GHOST!



I DON'T
LIKE THE SMELL
OF THIS AT ALL!
WE'D BETTER
GO CAREFUL.

FINALLY, THEY
REACH THE
DEVASTATED
JOCKBOX

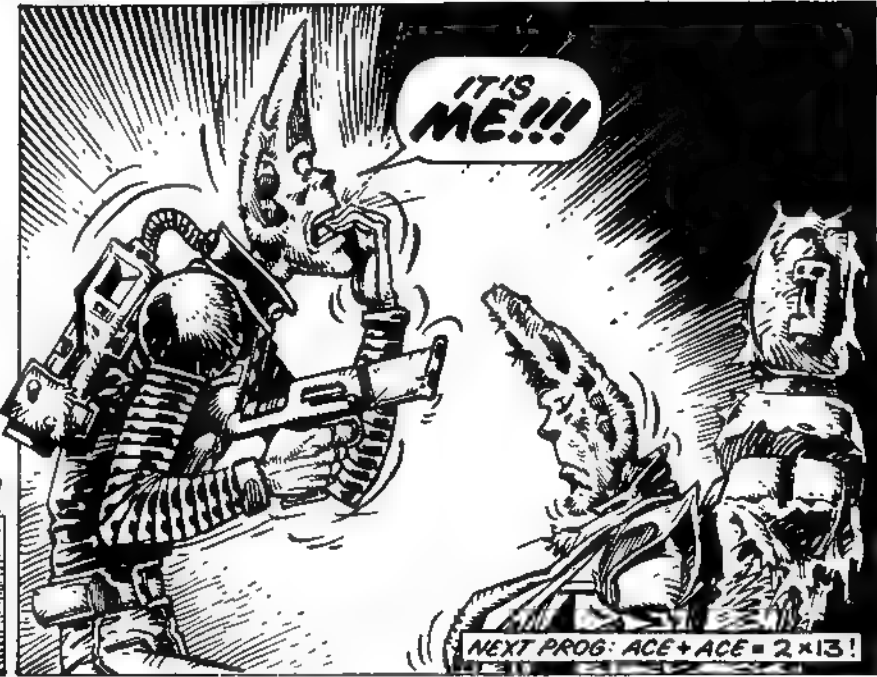


SOMEBODY
IN THE
HOT-SEAT!



RIGHT,
GOOD BUDDY!
LET'S—

HOOTIN'
HECK!



IT'S
ME!!!

NEXT PROG: ACE+ACE=2x13!

Strontium DOE

793 A.D. NORTHERN NORWAY—

BY ODIN!
BLACK
VIKINGS!

2000AD
Credit Card:

SCRIPT ROBOT
A. GRANT
ART ROBOT
C. EZQUERRA
LETTERING ROBOT
A. JACOB

COMPU-73e

BURN THEM OUT!

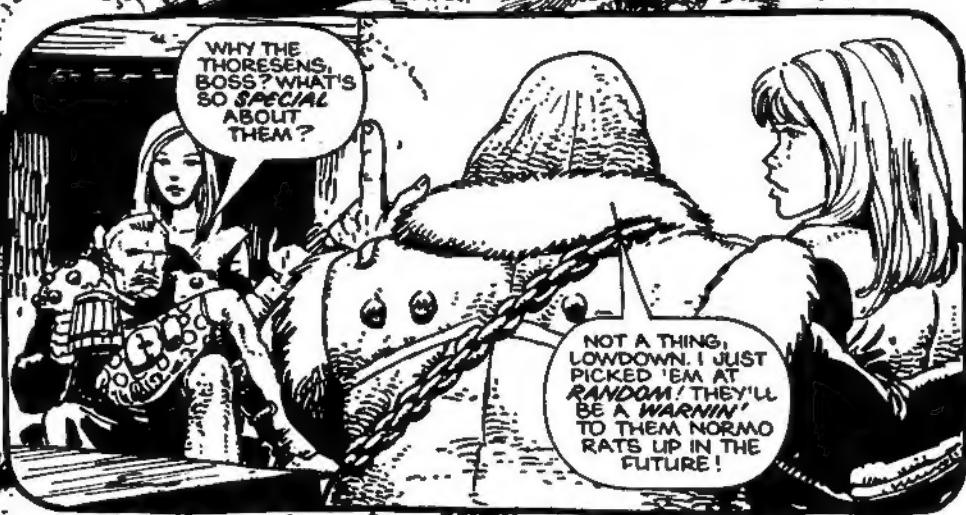
ROUND THEM UP!



AYE—
WE DO!

AND ME!
WHAT
OF IT?





145 O...

EARTHQUAKE!

THE SHOCK SUBSIDES,
AND THE VIKINGS LOOK
NORTH— AND SHIELD
THEIR EYES IN FEAR—

AAAH!

LOOK,
MAX—WE GOT
OURSELVES A
BABY
VOLCANO!

I LIKE
IT! LET'S
DRINK TO
RAGNAROK!

ALL THROUGH THE THIRD DAY MUTANT
BOUNTYHUNTER JOHNNY ALPHA AND
HIS VIKING WARRIORS SAIL NORTH IN
SEARCH OF THE FUGITIVES FROM THE
FUTURE—





WITH EACH HOUR THE EFFECTS OF THE TIME DISTORTIONS CAUSED BY THE BUBBA GANG GROW STRONGER—

ODIN'S EYE! THE VERY SEA RUNS RED!



STRANGE ELECTRICITY CRACKLES MORE FIERCELY IN THE AIR, DANCING GROTESQUELY OVER THE DRAGONBREATH—

MUST BE GETTIN' CLOSER TO BUBBA AND HIS BOYS!



FLA
AAK!

FIRE!
THE BUCKETS—
QUICKLY!



THERE'S NOTHING WE CAN DO! HACK THE SAIL LOOSE!



LOOK OUT,
JOHNNY WEIRD-
EYES!

NEXT PROG: FIRE DOG?

EAGLE CELEBRATES 200 ISSUES WITH PROJECT 200! NEXT WEEK!

THE HISTORY OF JUSTICE

RETURN TO MEGA-CITY 1: PROG 59

**GULP! IT'S DREDD.
WE SURRENDER!**

**WHAA...! HE'S
JUST WALKING BY!**

